CSC123 Programming Project 1

A Simulated Chat Room

A chat room serves many simultaneous visitors. Any visitor can post a message simultaneously on every visitor's screen, or direct his/her message to a particular person.

In lieu of screens, cell phones, terminals, or other devices, let's assume that everyone in a chat room types his/her messages one at a time into one program and that the messages are displayed with a header indicating to whom they are directed. Each chat room visitor has a name and a status: logged in or logged out. Each logged-in visitor can send a message to the whole room or to an individual in the room. Each visitor can see a list of people currently in the room. Each visitor may log in and log out. When a person logs in or out, a message is sent to all others in the chat room.

Write an application that simulates a chat room. Make sure to clearly separate the data model from the view.

Requirements

- 1. Write a detailed problem description and identify the nouns and verbs of the problem.
- 2. Determine the classes that your program will use.
- 3. Determine the methods for each class.
- 4. Determine the attributes of each class by observing which classes need to send messages to which.
- 5. Determine the constructors for each class.
- 6. Determine the relationships among the classes that are determined.
- 7. Refine your design.
- 8. Determine the headers for all methods for each class, but do not implement the methods
- 9. Implement all classes using a text-based user interface.
- 10. After a class is implemented, write a test class to test the implemented class before moving to next class implementation.
- 11. Test the complete implementation.

Submission

The completed project should be included in a single file and submitted onto the blackboard. The hardcopy or email submission will not be accepted. Your submission should include:

- 1. The detailed problem description.
- 2. The refined classes with their attributes, constructor, and methods.
- 3. The class diagram (class relationships).
- 4. Java code for each class and corresponding test class.
- 5. Your test cases and test results (you may include some screen shots as the test results).